Examiner-Initiated Interview Summary	Application No.	Applicant(s)
	10/595,163	YOKOYAMA, YUICHI
	Examiner	Art Unit	
	ARTHUR O. HALL	3718	

All Participants:

   (1) _ARTHUR O. HALL_.

   (2) _Akiyoshi Onda_.

Status of Application: _____

   (3) _____.

   (4) _____.

Date of Interview: _20 May 2011_   **Time:** _2:00 pm_

Type of Interview:
☒ Telephonic
☐ Video Conference
☐ Personal (Copy given to: ☐ Applicant   ☐ Applicant's representative)

Exhibit Shown or Demonstrated: ☐ Yes   ☒ No
   If Yes, provide a brief description: .

Part I.

Rejection(s) discussed:
35 USC 103(a)

Claims discussed:
_1, 10_

Prior art documents discussed:
Namba et al. (US6,494,783), Hoshino (JP2001-129249), Sterchi et al. (US2005/0153764)

Part II.

SUBSTANCE OF INTERVIEW DESCRIBING THE GENERAL NATURE OF WHAT WAS DISCUSSED:
See Continuation Sheet

Part III.

☐ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview directly resulted in the allowance of the application. The examiner will provide a written summary of the substance of the interview in the Notice of Allowability.
☒ It is not necessary for applicant to provide a separate record of the substance of the interview, since the interview did not result in resolution of all issues. A brief summary by the examiner appears in Part II above.

/ARTHUR O. HALL/
Primary Examiner, Art Unit 3718

           (Applicant/Applicant's Representative Signature – if appropriate)

Continuation of Substance of Interview including description of the general nature of what was discussed:

Examiner and applicants discussed claim amendments that would recite that the dispatch operation is an animation of the character dispatching the moving object, that the request to dispatch the moving object is received from the controller in response to the dispatch operation of the character being continuously displayed on the monitor and while the dispatch operation of the character is continuously displayed on the monitor, that the extend of deviance is based on dispatch ability data, trajectory attributes, and timing of the dispatch operation, that an extent of deviance of the moving object is set to a destination, that the moving object is controlled as the moving object moves from the point of dispatching to the destination based on the deviance of the moving object at the destination, and that the moving object control function displays the deviance of the moving object at the destination from the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor to the destination.